

Television Broadcasting 1

Glossary of Terms

Core Standard 100104 -01 Camera

Arc - To move the camera in a curve around talent or object. Camera stays equal distance from object.

Body- Main box of the camera that holds CCD, electronics and lens attaches to.

CCD - charge coupled device. Camera image chip that converts optical images to electronic signals.

Close-up - Tightly framed camera shot where subject is viewed at close range.

Color temperature - Relative reddishness or bluishness of light as measured in degrees kelvin. Normal indoor lighting is 3,200 K and outdoor is 5, 600 K.

Cross shot - Similar to over-the-shoulder shot except the camera near person is completely out of the shot.

Depth of field - Range where all objects - regardless of distance from the camera – appear in focus. Varies with subject -to-camera distance, focal length and iris setting.

Dolly - To move the camera toward (or away from) the talent. Also refers to the wheels on the tripod.

Extreme close-up - Very tightly framed camera shot.

Focus - Image looks sharp and clear.

Headroom - The space between the top of the head and the upper edge of the picture.

Iris - Adjustable lens opening mechanism - also called diaphragm. Varies amount of light passing through the lens.

Lead room - The space in front of a moving object or person.

Lens - Projects an optical image of the scene onto the surface of the CCD.

Long shot - Object seen far away - also called establishing shot.

Medium shot - Object seen from medium distance.

Nose room - The space in front of a person looking or pointing toward the edge of the screen.

Over the shoulder - View of the primary subject framed by another subjects head and shoulder. Common in interviews.

Pan - Turn the camera horizontally.

Pedestal – (verb) to move the camera up or down using pedestal camera mount.
(noun) a studio camera support that allows pedestaling.

Point-of-view - POV - Shot perspective where camera assumes view of subject
Allowing viewers to see what subject sees.

Rack focus - Shifting focus during a shot in progress, typically between background and foreground subjects.

Rule of thirds - Aid to composition, the placing of key part of picture on one of the Intersections of tic-tac-tow grid.

Tilt - To point the camera up or down - tilt up, tilt down.

Truck - To move the camera from right to left using a dolly.

Viewfinder - Small video monitor attached to camera that displays what camera is shooting.

White balance - The adjustments of the color circuits in the camera to produce white color in light coming from various color temperatures (bluishness or reddishness).

Wide shot - A broad field of view (opposite of telephoto close-up).

Zoom - To continuously change the focal length of a lens. Changes the size of the subject without moving the camera. (From wide angle to telephoto in one motion)

Core Standard 100104-02 **Audio**

Audio mixer - A device with user-adjustable controls for blending multiple sound inputs into a into a desired output. Mixes microphones, CD players, DVD audio, etc.

Bidirectional - Pickup pattern where a microphone can hear best from two opposite sides.

Cardioid - A type of unidirectional pickup pattern whose shape resembles a heart.

Lavaliere microphone - A small microphone that clips to clothing.

Microphone - MIC - Device that converts sound into electrical signal.

Natural sound - NATS - Ambient or sound naturally occurring at a location.

Omnidirectional - A microphone pickup pattern that picks up sound in all directions.

Pickup patterns - The shape defining the directionality of a microphones sensitivity.

Pop filter - A device within a microphone that filters out sudden air blasts. Removes plosive sounds as when you say the letter P.

Shotgun Microphone - A highly directional microphone with a long barrel that picks up sound from longer distances.

Transducers - The component of a microphone that converts sound into an electrical signal.

Unidirectional - Pickup pattern where a microphone hears best in one direction or in front of the microphone.

Windscreen - Acoustic foam rubber put over a microphone to cut down wind noise. Fur material also used.

XLR connector - Three pin audio connector balanced audio connector used in high quality microphones.

Core Standard 100404-03 Lighting

Back light - Illumination from behind the subject. Creates depth by separating the foreground from the background.

Background light - Used to illuminate the background of the set.

Barn doors - Black folding flaps in front of lighting fixture that help control light.

Base lighting - Even, non-directional light necessary for camera to operate optimally.

Chroma key - Method of electronically inserting an image from one video source into the picture of another. Whenever a selected key color appears in the primary image, it is replaced by portions of the secondary image. Frequently used by weathermen to show charts and maps.

Color temperature - Relative reddishness or bluishness of light as measured in degrees kelvin. Normal indoor lighting is 3,200 K and outdoor daylight is 5,600 K.

Fill light - Diffused light from a flood light coming from opposite side as key light. Fills in harsh shadows.

Flood light - A lighting fixture that gives off a diffused light giving soft, indistinct shadows.

Gel - Colored material placed in front of a light source to alter color.

Key light - Main illumination source on a subject - positioned off center and angled to provide shadow detail. A fresnel spotlight is usually used as a key light.

Reflector - Lighting accessory used for reflecting light and filling shadows. Often used outside to fill in shadows of harsh sunlight.

Spotlight - A lighting fixture that gives off a sharp, well defined directional beam of light.

Three Point lighting (triangle lighting) Basic lighting approach employing key, back and fill lights to render subjects with depth and texture.

Core Standard 100104-04 **Preproduction**

Blacking - Recording a black picture on the whole length of a video tape thus making sure the time code has no breaks. Helps in the edit process.

Location - Refers to shooting away from the studio, ie. shooting *on location*.

Script - Text specifying content of a production. May include character and location profiles.

Shot list - A list of every shot a camera has to get. Often attached to camera so operator remembers sequence of shots. *ALSO* A list of shots a photographer got on tape thus helping the editor in the edit process.

Storyboard - Series of cartoon like sketches showing the key visual stages of a planned production.

Core Standard 100104-05 **Production**

Audio person - Individual who is responsible for recording and mixing the audio portion of a video production.

Camera operator - Individual who is responsible for effectively operating the video camera.

Director - Effectively converts the script into the final product.

Floor director - Person in the studio who relates cues and information from the director.

Graphics artist - Person responsible for designing, recording and displaying all text, computer generated images and other visuals used in a video production.

Producer - Creator and organizer of video programs.

Talent - Collective name for all performers and actors who appear in front of the camera.

Technical director - TD - Person who operated the video switcher.

Video playback - (1) Person who plays back to the director video material recently shot, or (2) The person who is responsible to play cued video segments on a TV production such as a news show.

Core Standard 100104-06 **Post Production**

Analog - The level of an analog video signal varies continuously to record the image or sound.

Aspect ratio - The ratio of the width of a TV screen to the height. NTSC video is 4:3 (4 units wide to 3 units high) High definition TV is 16:9.

Countdown - A video countdown by seconds at the beginning of a video production – used for cuing the media.

Digital - A recording method that repeatedly samples the original continuous signal and records the numerical values of the samples, instead of the signal itself.

Frames per second - fps - The number of individual frames (pictures) displayed on video in a second. The NTSC and high definition standard is 30. Film is shown at 24 frames per second.

High Definition - New digital TV broadcast with at least 720 scan lines with a 16:9 aspect ratio.

Linear editing - Reel to reel editing - uses video tape as the editing medium.

Non-linear editing - The video and audio information are stored in a computer hard disk. Allows random access to shots.

NTSC - National Television System Committee - Refers to composite TV signal used from 1941 to the present - 525 scan lines displayed. Being replaced with the better high definition standard.

Sound track - The audio portion of a video recording. In editing, it is shown as the audio portion of the project on the timeline. In the film industry it refers strictly to the musical score.

Special effects - Buttons and controls on a video switcher that control effects such as Wipe patterns, chroma key, joystick positioner, etc.

Time code - Specially generated address code that marks each video frame with a number.

Timeline - In non-linear editing, shows where individual clips of video can be placed in order.

Titles - Graphic or text information such as credits or captions used in a video production.

Transition - When the video goes from one scene to another. Can be a cut, dissolve or wipe.

Core Standard 100104-07 Graphics

Animation - Shooting one frame at a time giving the illusion of motion, ie. Walt Disney.

Chroma key - Method of electronically inserting an image from one video source into the picture of another. Whenever a selected key color appears in the primary image, it is replaced by portions of the secondary image. Frequently used by weathermen to show charts and maps.

Font - Style and size of lettering used.

Text - Graphic lettering superimposed over the video scene.

Title safe area - Inner two thirds of the video image where you are secure in believing that all television sets will be capable of seeing the information. Often designated with a green frame on non-linear edit systems.